

NEXT CENTURY

By Franklin Electronic Publishers

Electronic
Spelling Ace

**USER'S
GUIDE**

MODEL QC-10

Introduction

Congratulations. You now own a powerful and portable electronic reference that you can use at home, work, or school. Using your Next Century Spelling Ace, you can. . .

- correct and check spellings
- find missing letters in words
- find prefixes, suffixes, and parts of words
- find words that sound similar
- build words from letters, and
- play exciting and educational word games, with scoring

You can follow the steps in this User's Guide using the examples shown or using words that interest you. Also look for check-marked tips like the one below that help you get the most from your Spelling Ace.

✓ **Auto-Shutoff and Auto-Resume**

If you forget to turn off the Spelling Ace, it will automatically shut off in two minutes. And if the demonstration is disabled, when you turn on Spelling Ace again, it resumes at the screen you last viewed.

Key Guide

BACK

Backs up (e.g., erases a letter).

BUILD

Builds words from letters.

CLEAR

Clears to *Ready for word*.

CONF

Shows Confusables®.

ENTER

Enters a word or selects an item.

GAMES

Shows the games menu.

HELP

Shows help messages.

SKILL

Shows the game skill levels.



Erases typed letters.



Scrolls up; types an apostrophe.



Scrolls down; types a full stop.



Types a space.

?

Stands for a letter in a word.
In games, reveals a word.

*

Stands for a series of letters.
In games, gives a hint.

Getting Started

The Spelling Ace comes with the battery already installed, so all you have to do is turn it on to start.

1. Press ON/OFF.

A brief demonstration appears.

2. Press CLEAR to stop the demonstration.

3. Press ↓ or ↑ repeatedly to adjust the screen contrast.

NOTE: You can adjust the screen contrast only when *Ready for word* is in view.

✓ Disabling the Demonstration

You probably do not want to view the demonstration every time you turn on your Spelling Ace. To disable the demonstration, type ****d** and then press ENTER. To enable it again, do the same.

✓ Help is Always at Hand

While using Spelling Ace, you can view a help message at virtually any screen by pressing HELP. To exit help, press BACK.

Correcting Misspellings

When you enter a misspelled word, a list of corrections appears. When you enter a correctly spelled word, *Correct Word* appears with a list of similar words. When you enter a word not in Spelling Ace, *Sorry Can't Help* appears.

1. Type a word.



To erase a letter, press ↵. You cannot type capital letters, but Spelling Ace displays capitals in corrections.

2. Press ENTER.



3. Press ↵ repeatedly to view more words.

4. Press CLEAR when done.

✓ Finding More Corrections

If you do not find the word that you want in a correction list, select a correction and press ENTER twice. A list of more corrections appears.

Finding Letters in Words

If you are uncertain about a few letters in a word, type a question mark in place of each unknown letter.

You can also type question marks in words to help solve crossword puzzles and similar games.

1. Type a word with ?'s for unknown letters.

conc??ve

2. Press ENTER.

conceive



3. Press ↵ to view more matching words.

4. Press CLEAR.

✓ Just Follow the Arrows

The flashing arrows at the right of the screen show which arrow keys you can press to view more words.

Finding Parts of Words

To find prefixes, suffixes, and other parts of words, type asterisks (*) in a word. Each asterisk stands for any series of letters.

NOTE: When you type an asterisk at the beginning of a word, Spelling Ace may take a while to find matching words.

1. Type a word with one or more *'s.

abund*

2. Press ENTER.

abundance



3. Press ↵ to view more matching words.

4. Press CLEAR.

✓ More Ways to Use Asterisks

You can use *'s to find lists of unusual words. For example, enter *x to find words that end with an x. In addition, you can type both ?'s and *'s in a word, but there is no reason to type them consecutively.

Finding Confusables®

Confusables are words that sound alike but are spelled differently. When a question mark flashes to the right of a word, that word has Confusables.

1. Type *air*.
2. Press CONF.

air : atmosphere ?

3. Press ↵ repeatedly to view more Confusables.

ere : before ?

4. Press CLEAR.

✓ A Quick Way to Find Confusables

If you know a word has Confusables, simply type the word and then press CONF.

✓ Viewing Long Words

Some words are too long to fit on the screen. To see all the letters of such long words, press ENTER when the word is in view. It will automatically scroll to the right.

Building Words from Letters

To help solve anagrams and similar word games, you can build words from letters by using the BUILD key.

1. Type letters.



2. Press BUILD.



3. Press ⏏ to view more words.

4. Press CLEAR.

✓ Typing Punctuation Marks

You do not have to type punctuation marks to find spellings. But if you want to type an apostrophe in a word, press ⏶. To type a full stop, press ⏵. Note, however, that punctuation marks cannot begin words.

Selecting Games

Spelling Ace has two word games. Before you play, you may want to select a skill level and then select a game. (If the skill level is not adjusted, the game will play at the Beginner level.)

1. Press **SKILL**.
2. Press **↓** to select a skill level from *Beginner to Wizard*.
3. Press **ENTER** to select it.
4. Press **↓** to select a game.
5. Press **ENTER** to select the game and start playing.

✓ Understanding Skill Levels

The skill levels change the number of guesses in Hangman and the minimum word length in Anagrams.

When you select a skill level, that level applies to all the games until you change it. You can start playing a game at the current skill level by pressing **GAME** and then following Steps 4 and 5 above.

Playing Hangman

Hangman challenges you to discover the letters of a mystery word by typing its letters.

1. Press **GAMES**.
2. Select *Hangman*.

??????

10

mystery word

guesses left

3. Type letters.

b?t?t?e

4

4. Press **ENTER** or ***** to reveal a letter.
Revealing a letter will cause the game to count as a loss when scored.
5. Press **?** to reveal the word.
6. Press **ENTER** to play a new round.

Playing Anagrams

Anagrams challenges you to guess the anagrams of a word. An anagram is a word formed from some or all the letters of a word.

1. Press GAMES.

2. Select *Anagrams*.

NOTE: *Min size* is the minimum number of letters from which anagrams can be made at the currently selected skill level.

typists

22

word

anagrams to guess

3. Type an anagram. (e.g., *pit* in the example)

4. Press ENTER.

If the anagram is correct, *OK* appears.

5. Enter more anagrams.

6. Press * to jumble the letters.

7. Press ⬆ to review used anagrams.

8. Press ? and then ⬇ repeatedly to view all the anagrams.

9. Press ENTER to play a new round.

Product Information

Model QC-10

- 80,000 words with SpellBlaster II™ spelling correction
- Confusables®
- MatchMaker™ crossword solver and wild card keys
- Hangman and Anagrams word games with scoring
- self-demonstration • screen contrast adjustment
- battery: 1 CR2032 3-volt lithium
- size: 6.9 x 10.1 x 0.8 cm. • weight: 1.6 oz.

Replacing the Battery:

This product uses one CR2032 3-volt lithium battery. Should you need to replace the battery, unscrew the screws on the back with a very fine screwdriver and carefully remove the back cover. Then install a new battery, with the plus sign facing you, and replace the cover.

Product Care and Customer Service

To clean Spelling Ace, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly onto the unit.

Don't use or store your unit in extreme or prolonged heat, cold, humidity, or other adverse conditions.

If you have a problem with your unit, refer to the warranty. If you purchased your unit outside the United Kingdom, contact the place of purchase to obtain warranty or repair information.

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Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of FCC Rules. Operation is subject to the following two conditions (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesirable operation

Confusables, MatchMaker, and SpellBlaster II are trademarks of Franklin.

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
Warranty (U.K. only)

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products returned under warranty should be sent to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, , or by removing/replacing batteries.